

ATARI 7800™ Game Manual

SUPER
GAME

KARATEKA™



Karate in

You've just scaled a craggy cliff to the castle of Akuma, the evil warlord who burned your village and kidnapped your bride-to-be. Now you stand before a massive gate. The first of many powerful Palace Guards blocks your way. Beyond stands Akuma's palace, where Princess Ranko hangs captive. You must save her from Akuma's cruel clutches. Your only weapon — karate.

Remain calm, and focus your will on your goal. That is the way of the Karateka.

Getting Started

1. Insert the Karateka cartridge into your AVEA 3800 Pro-System as explained in your Owner's Manual.
2. Plug your controller into the left controller jack.
3. Press the [Power] button to turn on your console.
4. Press [Select] to start the game.
5. Press [Pause] to pause a game; press it again to resume play.
6. Press [Select] to restart the game or press [Reset] to return to the title screen.

Action!

Playing the Game:

You start the game in the standing position, facing the first Palace Guard. The red arrows at bottom left of the screen tell how many karate hits you can withstand! Each time you get hit, you lose an arrow. When you avoid getting hit, your arrow supply is gradually refilled. If you lose all your arrows, you lose the game.

The blue arrows at bottom right of the screen tell how many karate hits the Guard can withstand. Each time you hit your opponent, he loses an arrow. When he is not getting hit, his arrow supply is refilled. When all blue arrows are gone, the enemy is defeated.

You can vary your game difficulty level by using the left switch on the front of your console (next

to the left controller stick). Pushing the switch to the left decreases game difficulty; pushing the switch to the right increases game difficulty.

The game ends when you defeat all Palace Guards, or when you lose your last arrow.

Useful Tips:

You face the Guards one at a time. If you don't fight, your opponent advances to attack you.

Each Guard has a unique karate skill, and Guards get tougher as you move further into the Palace.

When you defeat an enemy, run toward to face a new opponent.

Be aware of danger when standing or running. In these positions you're unprotected. One blow from a Guard will destroy you,

Moving Your Player

Use your controller to move, punch, and kick. Follow the chart:

Original Position	Action	Controller Operation
Standing	Assume fighting stance.	Press right button.
	Run forward.	Move handle right.
Fighting Stance	Advance.	Hold down left button, move handle right.
	Retreat.	Hold down left button, move handle left.
	Kick.	Move handle right.
	Kick high.	Move handle to upper right.
	Kick low.	Move handle to lower right.
	Punch.	Move handle left.
	Punch high.	Move handle to upper left.
	Punch low.	Move handle to lower left.
	Resume standing position.	Press right button.

Arcet Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, omissions and damage. Reproduction or use without written permission of the author is not allowed without the specific written permission of Arcet Corporation.

ADAM and ZED are trademarks or registered trademarks of Arcet Corporation. Gavroche is a trademark of Electronic Arts Inc., Inc.

Copyright © 1992 Electronic Arts Inc. All rights reserved.

Copyright © 1992 Arcet Corporation, Sunnyvale, CA 94089. All rights reserved.

Printed in Hong Kong
Gavroche © 1992 EA

